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->From the Editor’s Keyboard "Saying it like it is!"

Wow, we’re already over a week into June already! Where did the time go? I guess I pretty much missed the Spring, except for the rains that are still hitting our area on occasion (like right now!). I don’t even remember Memorial Day weekend!

Yep, things are still hectic around here, but there may be some daylight soon - at least on one horizon. Just have to be a little patient, and see what happens.

Until then, enjoy the nice weather as it’s starting to develop nicely around here (between the raindrops!). And while you’re at it, we hope that you’ll also enjoy this week’s issue of A-ONE!

Until next time...

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->In This Week’s Gaming Section - Wii U Fires Up Two Screen Debate!
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And much more!

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->A-ONE’s Game Console Industry News - The Latest Gaming News!

Nintendo’s New Wii Fires Up Two-Screen Game Debate

Nintendo’s new holiday-ready "Wii U" gaming console marks the biggest bet so far on a concept that two screens are better than one.

Sony, Microsoft and Nintendo touted features at the industry's biggest annual gathering this week that let gamers employ a separate display in tandem with their TVs. Publishers like Ubisoft are designing games that will make use of this second screen - like a companion display you can glance at while the main action proceeds on your TV.

The videogame industry is looking for ways to hold fickle gamers' interest as its base is increasingly drawn toward more casual games on the Internet or on mobile devices such as Apple Inc's iPad.

The jury is still out on whether the adoption of a second screen is enough to jumpstart a $78.5 billion videogame industry that saw U.S. hardware sales fall more than 30 percent in April, the latest reported month, according to NPD Research.

Nintendo, whose Wii U was the big unveil of the E3 expo, hopes the new "GamePad" controller with its own 6.2-inch touchscreen will be the differentiator against the Xbox and PlayStation. The Wii U represents the only significant new console until at least 2013 when Microsoft or Sony are expected to unveil new hardware.

It's the Japanese console maker - which sent waves through the industry with the then-groundbreaking, motion-controlled Wii in 2006 - that may have the most at stake, as it tries to claw its way back up to the pinnacle while stemming heavy losses.

The supplementary screen concept had not been talk of E3 until this year. Using two screens to play a game is nothing new as PC gamers have been using an extra screen or two to chat and strategize for at least a decade.

Many remain skeptical. Strauss Zelnick, Chief Executive of Take Two Interactive, the publishers of the blockbuster "Grand Theft Auto" titles, said a second screen will not be a game changer because people like to be immersed, not distracted.

"It's hard for you to imagine pulling your eyes away from the core screen to another screen and not missing something along the way," Zelnick said in an interview.

But all agree: ultimately the gamers will decide.

"You don't really get game consoles until you actually touch it," Nintendo's global president Satoru Iwata said. "People are really going to 'get' the (Wii U) when they actually use it."

Nintendo argues that a second screen offers so-called asymmetrical game play, meaning several players can play the same game in different ways in the same room. The company envisions a scenario where an avid gamer in a household uses the more advanced tablet controller to play a game with family members who might be novices and holding Wii remotes.

"It enables players of different abilities to play the same game and still have a enjoyable experience," said Scott Moffitt, Nintendo of America's executive vice president of sales and marketing.

Secondary screens can display anything from weapons or items collected into a game to maps that help players navigate a complicated in-game universe. Console makers appear to be taking a cue from the mobile industry, where gaming has grown faster on tablets and smart phones than

in the dedicated gaming market.

Taking a page from Nintendo, Microsoft unveiled an app called "SmartGlass" on Monday that lets gamers turn their tablets or phones into screens that can be used in Xbox games. Microsoft showed an example of a gamer drawing a football play on a screen in Electronic Arts' "Madden NFL" game without an opponent seeing it.

And Sony announced new content for its "Little Big Planet" adventure kids' game where its handheld Vita can be used as an additional screen in conjunction with the PlayStation 3. Jack Tretton, the executive who runs PlayStation in the United States, says Sony will offer consumers the option of having some games on a second screen, but won't force consumers to adopt it.

"We're not going to go into exclusive second-screen gaming. It's going to be an adjunct to what we do. It's a similar approach we had to motion gaming," Tretton said in an interview.

In the Warner Bros Wii U Batman game, showed off this week, the screen was used to scan a crime scene for evidence, for example. The screen can work independently, so one family member can watch TV while another plays a game with the controller.

Some game makers are throwing their support behind dual-screen action, with at least 23 games so far in development for the Wii U, according to Nintendo. Ubisoft is making eight games for the Wii U incorporating the screen: like Zombie U, where players can send out zombie hoards using Nintendo's GamePad.

But the industry's biggest players remain cautious, meaning franchises such as "Grand Theft Auto" and "Call of Duty" will watch from the sidelines for now.

And without the right games employing the screens, the technology may be a tough sell, according to Roy Bahat, the president of the video game website IGN.

"Ultimately what will make the two screens work or not is if somebody creates an incredible game. Without that, it is meaningless," Bahat said.

Eric Hirshberg, the chief executive of Activision Publishing, the unit of Activision Blizzard that oversees the most successful shooter franchise globally, "Call of Duty," also has doubts.

"I am interested in a second screen as a way to further the immersive experience of the game on the main screen, not a way to distract me from it or give me irrelevant additional information," Hirshberg said.

It's a "game enhancer and not a game changer."

E3 2012: Halo 4 Grabs Spotlight

When millions of Halo fans around the world wept in sadness after concluding the epic Halo trilogy in 2007, they were surprised with the release of one of the best sci-fi games to date: Reach. Now, two years later comes the announcement of not one, not two, but three new Halo

games.

Fans of the series rejoice, but long-time Halo fanatics aren’t so sure. How will these games, now developed by 343 Industries instead of Bungie, take off from the amazing ending in Halo 3? This, along with changes in graphics, co-op, and multiplayer, concern us all, but we haven’t been able to learn more on the subject, until now.

That’s right: It’s E3 time. And along with it comes a plethora of information about Halo 4: a live action film, trailers, and gameplay videos.

First of all, let me dispel any rumors that the game won’t look as visually stunning as Reach. Halo 4 runs on a new engine and looks fantastic. Lush jungles and trademark landscapes that define Halo are back and in more detail than ever. In addition, weapons have been remodeled and given new sound, and best of all, Cortana is back.

Halo 4 To Follow TV Season Schedule with Free Daily Missions

The next version of Microsoft s best-selling Xbox shooter, Halo, will reportedly follow a TV season structure with free daily mission episodes, according to The Guardian. 343 Studios, the game s developer, will offer a free Season One of daily downloadable co-op missions following the game s release. The first season will feature five new co-op missions each week that will continue the storyline of the main game. A single season will run for months, not weeks, explained Halo s franchise development director, Frank O Connor. It s a significant amount of content: both gameplay and story-wise. And the story will matter. Characters you know and love will be effected in dramatic ways, the story driving the universe forward in a meaningful way. Microsoft has not committed to a Season Two, however O Connor is optimistic and believes the team s creative generosity will pay off. We believe that players will play episodes day by day   it s short, sharp gaming, something entirely different I think. Halo 4 is scheduled to launch on the Xbox 360 on November 6th.

Wii U GamePad is the Best of 2012’s E3

At E3 2011, Nintendo unveiled the Wii U. This year, at the Nintendo E3 conference, gamers finally got a better look at what the new console is capable of. There are many exciting aspects of the Wii U, although I’m most interested in the GamePad.

The GamePad looks like a hybrid of a tablet and controller. It has a 6.2-inch touchscreen, two sticks, a directional pad, left and right bumpers, triggers, and the A,X,B, Y buttons. The GamePad also has a rumble feature, microphone, gyro sensor, and camera.

While all these features are great, the real excitement is what the GamePad can do. I live in a gaming household. Someone is always vying for the TV to play a video game. With the GamePad, this wouldn’t be a problem anymore. I can play a Wii U title using only the touchscreen. If I do have control over the TV, the GamePad will act as a secondary screen that shows

maps, stats, and other information. We will no longer need to pause a game to change inventory or get help.

The Wii U will be able to support two GamePads. While there is no price or release date for the console, I'm eagerly waiting to purchase one this holiday season.

Internet Explorer for Xbox Arriving This Fall

Microsoft has been testing a modified version of its Internet Explorer browser on Xbox 360, and the company unveiled its latest work at E3 2012 today Internet Explorer for Xbox. Built into a web hub of the Xbox 360, Internet Explorer works from Microsoft's SmartGlass service (using third-party devices) to allow Xbox owners to surf the whole of the web.

Microsoft believes keyboards don't belong in the living room for browsers so it's also supporting Kinect voice and gesture controls with Internet Explorer on Xbox. There's no word on whether Adobe Flash is supported, but Internet Explorer for Xbox will be available this fall for all Xbox 360 owners.

Reckoning Arrives for Schilling's Video Game Firm

38 Studios, the video game company owned by former Boston Red Sox pitcher Curt Schilling, filed bankruptcy papers on Thursday, less than two years after it won a $75 million loan guarantee from Rhode Island, and now faces a federal and state investigation.

The Chapter 7 filing indicates that the Providence-based company plans to liquidate.

Last month, 38 Studios decided to lay off most of its roughly 400 employees. It recently had its funding cut off by Rhode Island, which had been its major financial benefactor but declined to provide additional support.

Governor Lincoln Chafee said at a hastily-arranged press conference in Providence that the filing was not a surprise, but that he had not received advance notice of the move.

Rhode Island is trying to help make the best of "very, very bad ituation," said Chafee, who inherited the 38 Studios deal from his predecessor.

The company said it had $21.7 million in assets, mostly personal property, and $150.7 million in liabilities, including $115.9 million owed to Rhode Island.

Schilling, an avid video gamer who said last year he had invested $35 million of his own money into the company, owns an 82.9 percent stake in 38 Studios, a court filing shows. The company's name derives from Schilling's baseball uniform number.

"This action comes after several weeks when the company has reviewed,

considered and received the recommendations and advice with respect to potential avenues for relief that are currently available," the company said in a statement.

"After ongoing negotiations with the State of Rhode Island and potential investors and other interested parties, the company has been unable to find a solution to the current stalemate."

Jim Martin, a spokesman for the U.S. Attorney's office in Providence, said his agency had "been in touch with the FBI and the Rhode Island State Police regarding 38 Studios" but declined to comment further.

Those agencies, as well as the Rhode Island Attorney General's office, are "coordinating an effort to look into what the monies were used for" as well as "banking issues," said Steve O'Donnell, spokesman for the state police.

"The FBI will want to know where the money went and how the company folded so quickly," said Anthony Figliola, a vice president at Empire Government Strategies, a company that helps businesses apply for government loans and grants.

Officials from 38 Studios did not respond to calls and emails for comment.

Schilling's company received a $75 million taxpayer-backed loan guarantee from Rhode Island in 2010, as an incentive to move its headquarters, and hundreds of well paying jobs, to Providence from Maynard, Massachusetts.

It had received almost $50 million of those funds through late May, the state has said.

In May, 38 Studios was more than two weeks late on a $1.4 million loan repayment to the state and failed to make payroll.

The liquidation could leave Rhode Island holding the collateral pledged against 38 Studios' loan.

This includes current and future rights to "Kingdoms of Amalur: Reckoning," a video game launched in February, and to an elaborate, multi-player game code-named "Project Copernicus," which has had a tentative 2013 release date.

Rosemary Booth Gallogly, Rhode Island's director of revenue, said her office had been in contact with ratings agencies Moody's and Standard & Poors about the 38 Studios filing.

"The state fully understands the moral obligations of this," Gallogly said at the press conference.

In an interview with Reuters this week, Chafee called the 38 Studios fiasco "a black eye" for the state.

"I hope we never make any kind of mistake like that again," Chafee said of the loan guarantee. "It just defied all common sense. ... You look back, how could it have happened?"

On Thursday Chafee said that 38 Studios never really had a chance to be a going concern. "The amount of money to be successful in this industry is not tens of millions of dollars, it's hundreds of millions of dollars," he said.

Figliola said authorities might also scrutinize the speed at which the loan to 38 Studios was approved in 2010 by the Rhode Island Economic Development Authority. Several members of the agency have resigned in the past month.

"This project went through so fast it begs the question, was it fully vetted first?’ Figliola said. "Deals this big don’t go through this fast unless they haven’t been properly vetted."

Schilling, a vocal backer of conservative politicians, has avoided talking to media in recent weeks, though he has at times taken to Facebook to praise the "resilience" of his company. He was not available for comment on Thursday.

The 45-year-old was a six-time All-Star and won three World Series championships with the Red Sox and Arizona Diamondbacks.

In 2004, he became known for pitching a game with blood stains on his sock after a procedure on his injured ankle, as he helped the Red Sox bring a World Series championship back to Boston for the first time in 86 years.

Schilling last pitched in the major leagues in 2007, and ended his career with a 216-146 record, a 3.46 earned run average and 3,116 strikeouts.

The case is In re: 38 Studios LLC, U.S. Bankruptcy Court, District of Delaware, No. 12-11743.

Ray Bradbury Remembered by Game Developers at E3

If there’s one place where Ray Bradbury’s legacy is tangibly omnipresent, it’s the Electronic Entertainment Expo.

While he denounced video games as "a waste of time for men with nothing else to do," it’s impossible not to glimpse at the flashing flatscreens, ubiquitous cameras and people wearing extraterrestrial costumes inside the Los Angeles Convention Center this week and not be reminded of Bradbury’s high-tech foreshadowing and otherworldly visions, detailed in literary classics like "Fahrenheit 451," ’’Something Wicked This Way Comes" and "The Martian Chronicles."

"I definitely read his books when I was a kid," said Peter Molyneux, creator of the role-playing "Fable" series and studio head at developer 22 Cans. "I think with those worlds that he created, he inspired all of us. There are games and scenes in this very hall which have probably been influenced by him   both consciously and unconsciously."

Bradbury, who died Tuesday night at age 91, foretold of much of the technology powering the gaming industry’s annual trade show and inspired many of the games’ storylines being hyped at E3: cutthroat capitalism, interactive TVs, intergalactic affairs, handheld doodads and clandestine conspiracy theories, just to name a few.

The Martian Chronicles was just "mind-blowing at the time," said Adrian Chmielarz   creative director at "Gears of War: Judgment" developer People Can Fly   of Bradbury’s short story collection about telepathic aliens.

"The way (game developers') brains work, we read everything anime, comic books, everything and hope that someday our work will result in similar greatness."

Corey May, writer of Ubisoft Entertainment's "Assassin's Creed" series, cited Bradbury as one of the inspirations for the time-bending, stealthy series. The third installment of the franchise is set amid the American Revolution.

"His influence his undeniable," said May. "I would credit him with getting me interested in a dystopian future and the idea that you could project ideas forward and play with them in writing. Obviously, it's something we've been doing a little bit of with what we're working on with 'Assassin's Creed III."

While some designers in attendance at E3 were not fans of Bradbury or familiar with his work, those that were seemed certain he indirectly affected the entire gaming industry.

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A-ONE's Headline News
The Latest in Computer Technology News
Compiled by: Dana P. Jacobson

China Looks To Boost Internet Limits on Microblogs

China plans to stiffen restrictions on Internet service providers as it seeks even greater control over the opinions voiced on the country's lively microblogs and other web forums.

A list of proposed changes to Beijing's Internet law released by the Cabinet on Thursday includes blogs, Twitter-like microblogs and online forums.

In December, China began requiring real name registration for nearly all microblog services on a city by city basis, though compliance has been patchy.

The latest regulations appear to be aimed at beefing up enforcement by requiring companies to cooperate with police and threatening criminal punishment and loss of business licenses for failure to comply.

The National Internet Information Office said in a statement Thursday that the requirement for microblogs helped curb illegal web activity and promote online trust and should be expanded to cover blogs and online discussion forums.

Companies providing such services must be licensed and must guarantee that those using them be registered with their real identities, say the guidelines.

The rules require Internet companies to keep logs for 12 months and to

provide technical assistance to the police and national security agencies.

China has more than 500 million Internet users, the most of any country in the world. Internet sites that are deemed politically destabilizing or pornographic are routinely blocked, and the government blocked Twitter and Facebook after they were instrumental in anti-government protests in Iran two years ago.

It has instead encouraged homegrown alternatives in the apparent belief that domestic companies would be more responsive to government demands, but microblogs have been widely used to share information not available in the state media.

Authorities have been pressuring Internet companies to control them or risk losing the right to operate in a fast-growing market.

Late last month, the microblogging site Sina Weibo, which has more than 300 million registered users, introduced new rules that could see users banned for posting about sensitive political topics. In late March it banned commenting for three days amid a high-level political crisis.

LinkedIn Acknowledges Password Breach

The professional social network LinkedIn said Wednesday some of its members' passwords were stolen after reports said more than 6.4 million accounts were breached.

"We can confirm that some of the passwords that were compromised correspond to LinkedIn accounts. We are continuing to investigate this situation," LinkedIn director Vicente Silveira said in a blog post.

Silveira said passwords on the compromised accounts were no longer valid, and that those members will receive instructions on how to reset their passwords.

"There will not be any links in these emails. For security reasons, you should never change your password on any website by following a link in an email," he said.

For other members, LinkedIn has implemented "enhanced security" for password protection, he added.

Several security researchers reported the breach, which resulted in data being posted on a Russian hacker forum.

Graham Cluley of the British security firm Sophos said the hacker posting "does contain, at least in part, LinkedIn passwords."

"Although the data which has been released so far does not include associated email addresses, it is reasonable to assume that such information may be in the hands of the criminals," Cluley said in a blog post.

As a result, Cluley said, "it would seem sensible to suggest to all LinkedIn users that they change their passwords as soon as possible as a precautionary step."

He said users should ensure the password you use is not used on any other websites, and hard to crack.

"If you were using the same passwords on other websites - make sure to change them too. And never again use the same password on multiple websites," he said.

Jim Walter of the McAfee Threat Intelligence Service said the breach is "a good reminder to all internet users on the importance of maintaining an ever-changing and complex password. A secure passphrase may be the only thing standing between your personal data and those that wish to steal it."

Just a day earlier, LinkedIn was subject to criticism by a security firm for allowing too much information to be revealed from its mobile application for Apple devices which use the iOS platform.

"LinkedIn's mobile application has an interesting feature that allows users to view their iOS calendars within the app. However, it turns out that LinkedIn have decided to send detailed calendar entries of users to their servers," said Adi Sharabani and Yair Amit of Skycure Security.

This means "highly sensitive information such as conference call details and passcodes" could be revealed, they said in a blog.

"We do not believe it utilized the collected information in a malicious way. However, we are concerned by the fact it collects and sends out sensitive information about its users, without a clear indication and consent."

Oracle Unveils Suite of 'Cloud Computing' Services

Oracle will distribute more than 100 business software applications over the Internet as the company tries to adapt to a computing shift threatening to turn it into a relic.

The expansion announced Wednesday by Oracle CEO Larry Ellison comes after seven years of development that cost the business software maker billions of dollars.

Besides investing in improving its own technology, Oracle Corp. has spent more than $3.5 billion buying smaller rivals that specialized in "cloud computing." That's the technology industry's catchphrase for software that can be accessed on any Internet-connected device.

The approach is a departure from Oracle's traditional method of licensing and installing business applications on individual machines on premises.

Ellison boasted that Oracle is now prepared to offer "the most comprehensive cloud on planet Earth."

Windows 8's Built-In AV To Be Security of Last Resort

Computerworld - Microsoft's Windows 8 will activate its built-in

antivirus (AV) software only if it senses that the PC is not protected by another security program, according to AV vendor McAfee.

The new operating system, which last week reached its final public milestone, includes security software, dubbed "Windows Defender," that combines characteristics of both that anti-spyware program of the same name and the free Security Essentials, the antivirus program that until now has been offered as a separate download.

Microsoft first announced Windows Defender last September, and included it with that year's Windows 8 Developer Preview, and this year's Consumer Preview and Release Preview. In all three sneak peeks, Defender was switched on, and served as the operating system's default protection against malware.

But that's not how it will work when new Windows 8 PCs debut later this year.

According to Gary Davis, director of global consumer product marketing for McAfee, Microsoft has given third-party vendors and computer makers first crack at protecting PCs.

Computer makers, known as OEMs (original equipment manufacturers), typically include trial versions of major antivirus programs with their PCs. Those trials offer malware signature updates for limited periods, sometimes as short as 30 days. When the trial expires, PC owners are encouraged to upgrade to the full paying edition, which usually offer signatures for a year at prices ranging from $40 to $90.

Windows 8 cedes the AV role to those pre-installed trials, said Davis, and will not activate Windows Defender if it detects an active antivirus program that's receiving signature updates.

"Looking at the way they're doing things in Windows 8, Microsoft is going to great lengths to let AV vendors keep customers," said Davis in an interview last week.

But Microsoft didn't take the tact to please security companies.

"It is our understanding that this was mostly because of pressures from the OEM community," Davis said in an email replay to follow-up questions. "A large portion of their profits on PCs come from revenue associated with AV."

Computer makers do reap revenue from the pre-installed software, including antivirus tools, that they bundle with their PCs. In the case of AV software, OEMs receive a portion of the money paid to security vendors by customers who upgrade from the trial versions to the full editions.

That practice relies on loading the PC with a range of third-party applications - not just AV products - that critics scorn as "crapware" or "bloatware."

Windows 8 will activate Windows Defender automatically only if there is no other antivirus software on the computer, said Davis.

And even when the OS detects that existing AV software hasn't been updated recently, it will only offer Windows Defender as one of several choices.

When the PC stops receiving AV signature updates - most likely because the trial version has expired - Windows 8 begins a 15-day countdown. During those 15 days, the Action Center, a desktop component that consolidates important system notifications, will warn the user that the AV software is expired, with information about how to renew coverage.

After the 15 days, the warning will expand the options offered users.

"At the end of 15 days the user has the option to renew what they have, activate Windows Defender, select another option from the Microsoft Store or click on a 'remind me later' button, which starts a seven-day notice period," said Davis.

The Microsoft Store is the name of the company's online market, where it sells its own Windows software, including operating system upgrades, as well as some third-party programs. It's not to be confused with the Windows Store, the e-mart accessible only from Windows 8 that is the sole distribution channel for Metro-style apps for that OS and Windows RT.

Currently, the only AV software sold in the Microsoft Store is from Trend Micro, which along with McAfee and Symantec, are the three largest antivirus firms.

Later Monday, Microsoft said that Windows 8 products would also be available through the Windows Store, which will sell not only Metro-style apps but also some traditional desktop programs.

Although Windows 8 users will be notified during the 15-day span - and after that if they take no immediate action - the protection gap will put those PCs at greater risk of cyber attacks and malware infections.

Not that those computers won't have company: Last week, McAfee cited a year-long study and claimed nearly 20% of U.S. Windows PCs lack any active security protection. More than a third of those machines had expired AV software on their hard drives.

Microsoft's decision to hold off on activating Windows Defender in Windows 8 is in line with its approach to securing older versions of Windows. In late 2010, Microsoft began offering Security Essentials to Windows XP, Vista and Windows 7 PCs via the company's Windows Update service. Since then, Security Essentials has been listed as an optional download from Windows Update only on PCs that lack other working AV software, a category that includes present-but-expired third-party programs.

At the time, Trend Micro called Microsoft's move to use Windows Update to offer the free Security Essentials "unfair," and said it "raises significant questions about unfair competition."

AV vendors have butted heads with Microsoft several times.

In 2006, Symantec and McAfee complained to European Union antitrust regulators about Microsoft's decision to block them from accessing the kernel in the 64-bit version of Vista, and barring them from its new integrated security center. Microsoft bowed to the pressure, and later produced APIs (application programming interfaces) that gave security vendors some access to the kernel and allowed them to mesh their product's on-screen status features with the security center.

Major security companies have also regularly dismissed Security Essentials

as a half-baked solution, and argued that their software is much more effective in stymying attacks.

When Microsoft launched Security Essentials in 2009, for example, Symantec’s top engineer called it a "poor product" that was a "bunch of little basic tools."

Symantec, and others, continue to use that argument to persuade potential Windows 8 users that they should pay for antivirus software rather than rely on the free Windows Defender. On its website, Symantec uses phrases like "We are the security experts" and "Norton protection includes many layers of security which Windows Defender is missing" to separate its consumer products from the free tool in Windows 8.

Although the Windows 8 Release Candidate activates Windows Defender automatically, Microsoft also has built a page that lists the current third-party AV software that works with the new OS. Most of those programs have limited lifespans of between 30 and 90 days.

1 in 3 Facebook Users Getting Bored with The Social Network

Are you just not as drawn to the social network comings and goings of your friends and family as you once were? If so, you’re not alone: According to a new poll by Reuters and research firm Ipsos, roughly one-third of Facebook users are feeling pretty "meh" about the social network these days, and the sentiment seems to be growing.

The survey focused more on the potential monetization of Facebook than current user habits, but the data was telling in several ways. According to the poll of over 1,000 Americans, 80% of Facebook users have never purchased a product or service because of what they saw on the site, meaning that whatever advertising techniques companies are currently employing to grab your cash simply isn’t working.

Unsurprisingly, the survey found that users between the ages of 18 and 34 were the most active, while just 29% of people over 55 considered themselves regular users. Unfortunately, people who spend a great deal of time on the network are often victims of what the researchers call "Facebook fatigue," leading them to spend less and less time checking in with friends and browsing the profiles of their peers. What do you think? Have your Facebook habits changed? Let us know in the comments.

Facebook Election Is a Bust: 0.00038% of Users Voted on Privacy Change

The online poll to determine which Facebook policies will be put into place on the social network closed this morning after one week of voting - and a serious lack of user interest.

Out of 900 million users, a mere 342,632 voted on which privacy policy would govern the site.

That’s roughly 1 in every 2,600 users -- or 0.00038% of Facebook.

Facebook’s call to action last Friday asked users to read and vote on

which Statement of Rights and Responsibilities and Data Use Policy they preferred to use.

So why did Facebook users not vote for which privacy statement they preferred? Perhaps they didn't see the link to vote on their Facebook pages (it was located on the left side tool bar next to their news feeds). Or, maybe, as a couple of Mashable readers commented, both options seemed too similar.

Facebook said that if the poll didn't receive at least 30% of users' votes, the company would make the decision of which privacy policy to use on its own.

That means 230 million people would have had to vote during the eight-day window the poll was open.

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